GAMER

15th August 2024

GAMING
RETRO
TECH
NEWS

Franchise Special

GAMER

15th August 2024

GAMING
RETRO
TECH
NEWS

Franchise Special

Deus Ex GAMER

Deus Ex Release Timeline

2000 Deus Ex

2003 Deus Ex: Invisible War

2011 Deus Ex: Human Revolution

2013 Deus Ex: The Fall

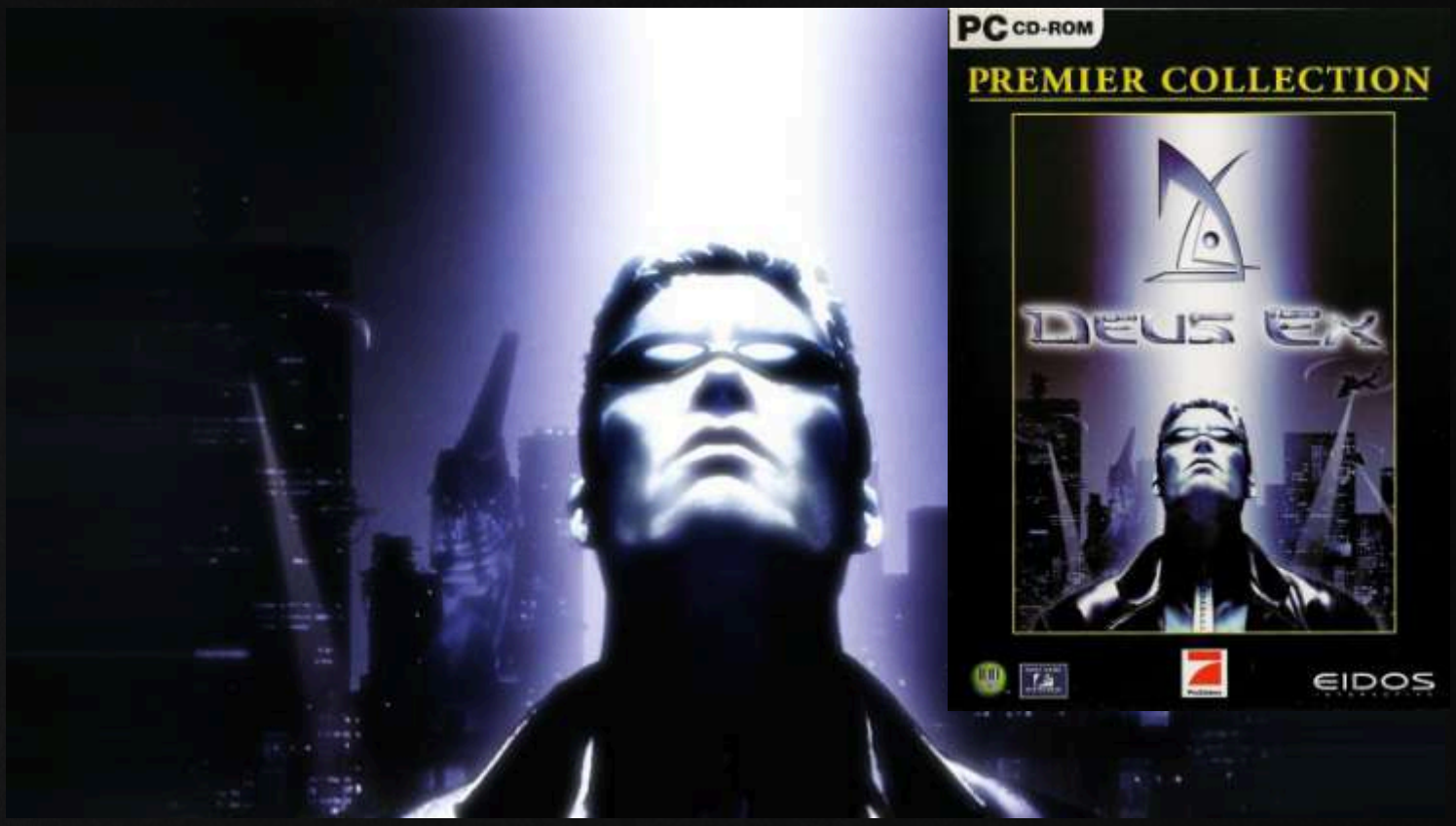
Deus Ex: Human Revolution - Director's Cut

2016 Deus Ex Go

2016 Deus Ex: Mankind Divided

2017 Deus Ex: Breach.

Deus Ex GAMER



Deus Ex is a 2000 action role-playing game developed by Ion Storm and published by Eidos Interactive.

Set in a cyberpunk-themed dystopian world in the year 2052, the game follows JC Denton, an agent of the fictional agency United Nations Anti-Terrorist Coalition.

Deus Ex, Remains a pivotal game in the history of video games.

Deus Ex GAMER

JC Denton is given superhuman abilities by nanotechnology, as he sets out to combat hostile forces in a world ravaged by inequality and a deadly plague.

His missions entangle him in a conspiracy that brings him into conflict with the Triads, Majestic 12, and the Illuminati.

Deus Ex GAMER

Deus Ex's game play combines elements of the first-person shooter with stealth elements, adventure, and role-playing genres, allowing for its tasks and missions to be completed in a variety of ways, which in turn lead to differing outcomes.

DEUS EX GAMER

The player plays the game from the first-person perspective.

The player can customize Denton's various abilities such as weapon skills or lock picking.

This increases Denton`s effectiveness and opens up different avenues of exploration and methods of interacting with or manipulating other characters.

Deus Ex GAMER

Deus Ex received critical acclaim, including being named one of best PC Games of All Time.

Deus Ex GAMER

2003 Deus Ex: Invisible War

Invisible War takes place twenty years after Deus Ex.

The game follows a scenario whereby the first game's events led to a period of war and economic depression dubbed the "Collapse", which resulted in several factions attaining power and influence across the world.

The player character, Alex D, is evacuated from Chicago to Seattle following a terrorist attack, soon becoming embroiled in a network of plots as the world's factions fight for control of the world.

In addition to the series' recurring cyberpunk setting and conspiracy theory motif, the story focuses on the theme of terrorism.

Deus Ex GAMER

2003 Deus Ex: Invisible War

Deus Ex: Invisible War is a 2003 action role-playing video game developed by Ion Storm and published by Eidos Interactive for Microsoft Windows and Xbox.

It is the second game in the Deus Ex series.

The game play—combining first-person shooter, stealth, and role-playing elements—features exploration and combat in environments connected to multiple city-based hubs, in addition to quests that can be completed in a variety of ways and flexible character customization.

The game was acclaimed for its graphics, narrative and the freedom of choice in both game play and story.

Deus Ex GAMER

2003 Deus Ex: Invisible War

While the general plot of Invisible War follows a distinct path, many elements such as faction alliances and character interactions are subject to the player's decisions.

In their financial report in April 2005, Eidos reported that Invisible War was among the titles to have sold between 500,000 and one million copies since release, placing it among their successful titles.

As of April 2011, Invisible War has sold over 1.2 million copies worldwide.

Deus Ex: Invisible War received critical acclaim across the board.

Deus Ex GAMER

2011 Deus Ex: Human Revolution

Deus Ex: Human Revolution is an action role-playing game developed by Eidos-Montréal and published by Square Enix's European branch for PlayStation 3, Windows, and Xbox 360 in August 2011.

A version for OS X was released in April 2012.

The game is a prequel to the original Deus Ex (2000) and the third installment in the Deus Ex series.

The game play combines first-person shooter, stealth, and role-playing elements.

Deus Ex GAMER

2011 Deus Ex: Human Revolution

Set in the year 2027, players control Adam Jensen, a security officer for Sarif Industries, a company which develops controversial artificial organs dubbed "augmentations".

After an attack on Sarif, Jensen undergoes extensive augmentation and investigates the shadowy organization behind the attack.

It also uses the series' cyberpunk setting and conspiracy theory motif.

Human Revolution received critical acclaim for its player-driven plot, game play, and freedom of choice in the story and character customization.

Deus Ex GAMER

2013 Deus Ex: The Fall

Deus Ex: The Fall is an action role-playing video game developed by N-Fusion Interactive under the supervision of Eidos-Montréal.

A spin-off of the Deus Ex series, the game was published by Square Enix's.

The game-play—combining first-person shooter, stealth and role-playing elements—features exploration and combat in Panama City and quests which grant experience and allow customization of the main character's abilities.

The Fall is set in a near-future cyberpunk Earth where the covert Illuminati seek to exert control over the world as a technological revolution prompts the development of advanced artificial organs dubbed "Augmentations".

Deus Ex GAMER

2013 Deus Ex: The Fall

Set after the spin-off novel Deus Ex: Icarus Effect but during the events of Deus Ex: Human Revolution, the story follows fugitives Ben Saxon and Anna Kelso as they hide from the forces of the Illuminati.

The Fall is set during the year 2027, taking place in parallel to the opening sections of Deus Ex: Human Revolution.

The main protagonist is British-born Ben Saxon, an augmented mercenary and former member of the Tyrants, a group in the employ of private company Bell-tower and their Illuminati sponsors.

Deus Ex GAMER

2013 Deus Ex: The Fall

The Fall takes place during the six-month period when Human Revolution protagonist Adam Jensen is recovering from an attack on his employer Sarif Industries by the Tyrants.

Deus Ex: The Fall received mixed to average reviews.

Deus Ex GAMER

Deus Ex: Human Revolution - Director's Cut

The Director's Cut has the following new features

New game+ (Only Augmentations carry over)

Improved Textures

Reworked Bosses

45 Minute Documentary

Around 8 hours of commentary from Eidos Montreal

Can have two energy cell recharge by default on all but the hardest difficulty

Players can now use Jensen’s augmentation powers more freely.

Deus Ex GAMER

2016 Deus Ex Go

Deus Ex Go was a 2016 turn-based puzzle video game in the Deus Ex series by Square Enix.

The player uses a touchscreen to move Adam Jensen, a protagonist from the cyberpunk-themed series, as a puzzle piece through a board game while avoiding obstacles and manipulating the environment.

In-keeping with the main series, Jensen can hack environmental features such as turrets and platforms to bypass and eliminate enemies.

Deus Ex go is a turn-based puzzle game-play.

Deus Ex go received "generally favorable" reviews.

Deus Ex GAMER

2016 Deus Ex: Mankind Divided

Deus Ex: Mankind Divided is a 2016 action role-playing game developed by Eidos-Montréal and published by Square Enix for PlayStation 4, Windows, and Xbox One in August 2016.

The game is the sequel to Deus Ex: Human Revolution and the fifth installment in the Deus Ex series.

The game-play combines first-person shooter, stealth and role-playing elements.

Set two years after Human Revolution in 2029, the world is divided between normal humans and those with advanced, controversial artificial organs dubbed "augmentations".

Deus Ex GAMER

2016 Deus Ex: Mankind Divided

After a violent event known as the Aug Incident, augmented people have been segregated; this prompts heated debate and an era of "mechanical apartheid".

Main protagonist Adam Jensen, equipped with advanced new augmentations after Human Revolution, is a double agent for the hacker group Juggernaut Collective to expose the Illuminati, which is orchestrating events behind the scenes.

Mankind Divided is set in 2029, two years after Deus Ex: Human Revolution.

Deus Ex: Mankind Divided received "generally favorable" reviews.

Deus Ex GAMER

2017 Deus Ex: Breach.

Deus ex Breach is an alternative game mode in Deus Ex: Mankind Divided.

It is set in the virtual world of the Neural SubNet, but the augmentations and weapons used in this game mode are largely analogous to Adam Jensen's.

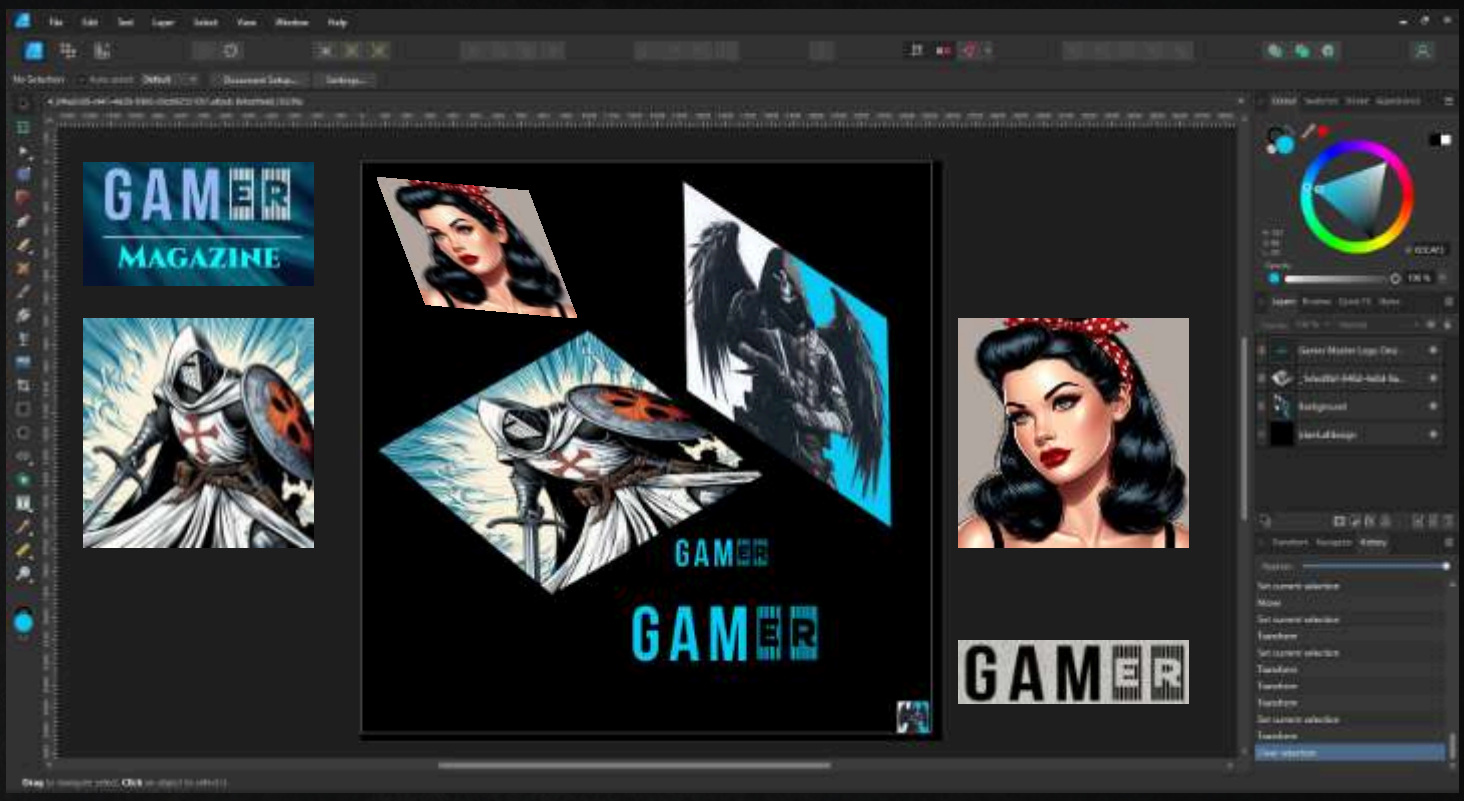
Breach was released as a standalone game, Deus Ex: Breach, on January 24, 2017.

The standalone version is free-to-play and does not require Mankind Divided.

A typical objective of a map in Breach is to capture servers and download the information from them.

AFFINITY Designer

GAMER



Affinity Designer is a vector graphics editor developed by Serif for macOS, iPadOS, and Microsoft Windows.

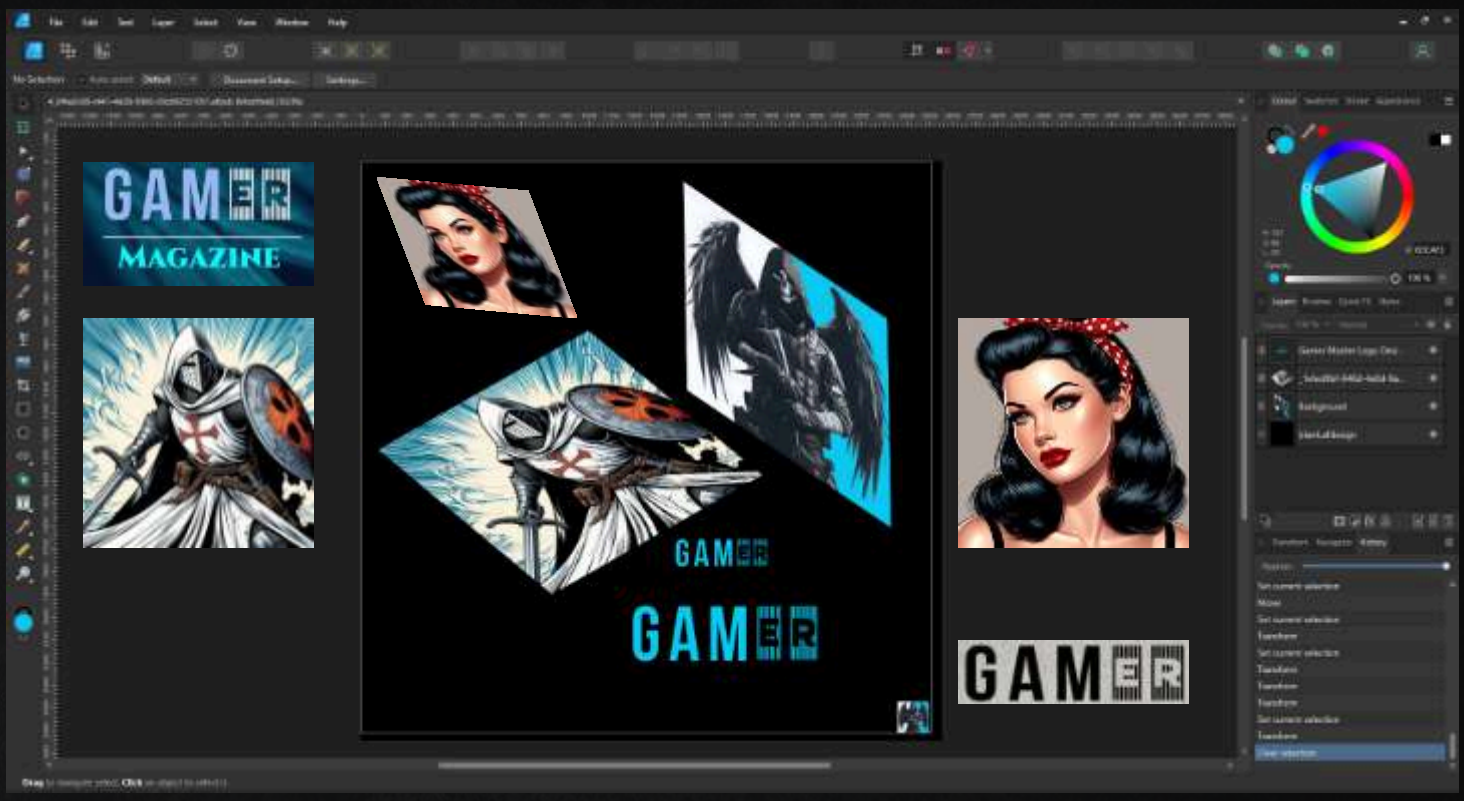
It is part of the "Affinity trinity" alongside Affinity Photo and Affinity Publisher.

Affinity Designer is available for purchase directly from the company website and in the Mac App Store, iOS App Store, and the Microsoft Store.

Affinity Designer

AFFINITY Designer

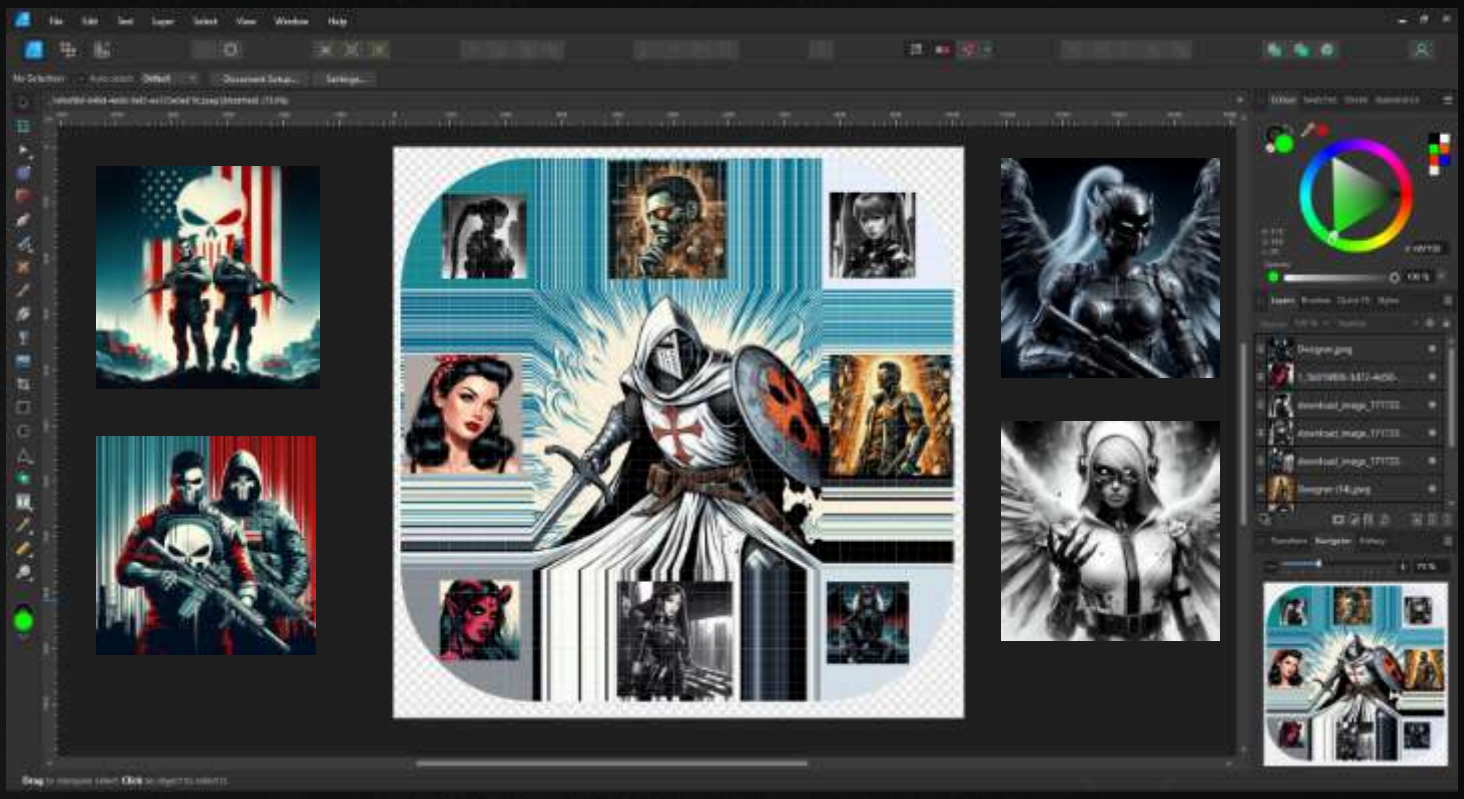
GAMER



Affinity Designer serves as a successor to Serif's own Draw-Plus software, which the company discontinued in August 2017 in order to focus on the Affinity product range.

AFFINITY Designer

GAMER



It has been described as an Adobe Illustrator alternative is compatible with common graphics file formats, including Adobe Illustrator (AI), Scalable Vector Graphics (SVG), Adobe Photo-shop (PSD), Portable Document Format (PDF), and Encapsulated Post-Script (EPS) formats.

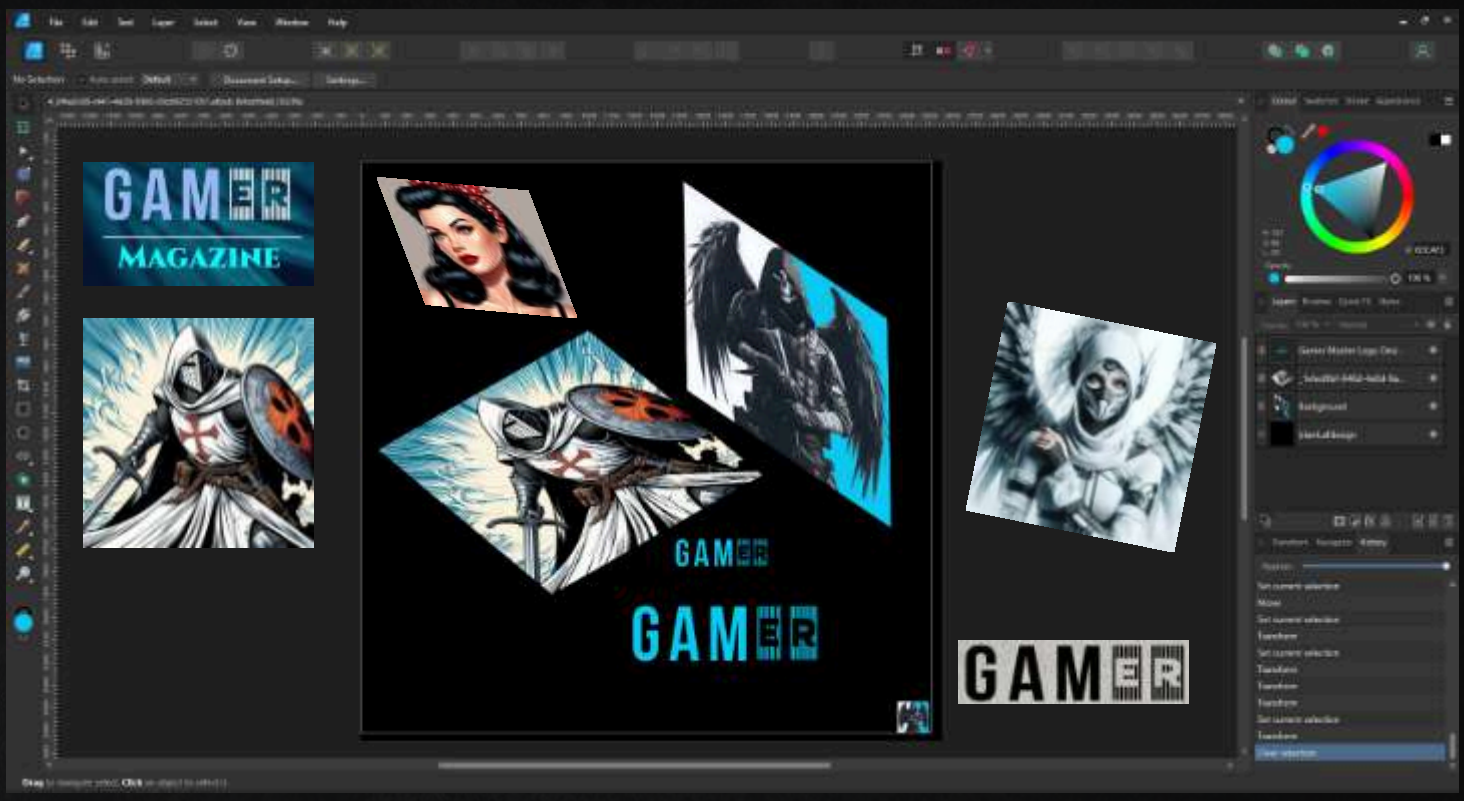
AFFINITY DESIGNER

AFFINITY PHOTO

AFFINITY PUBLISHER

AFFINITY Designer

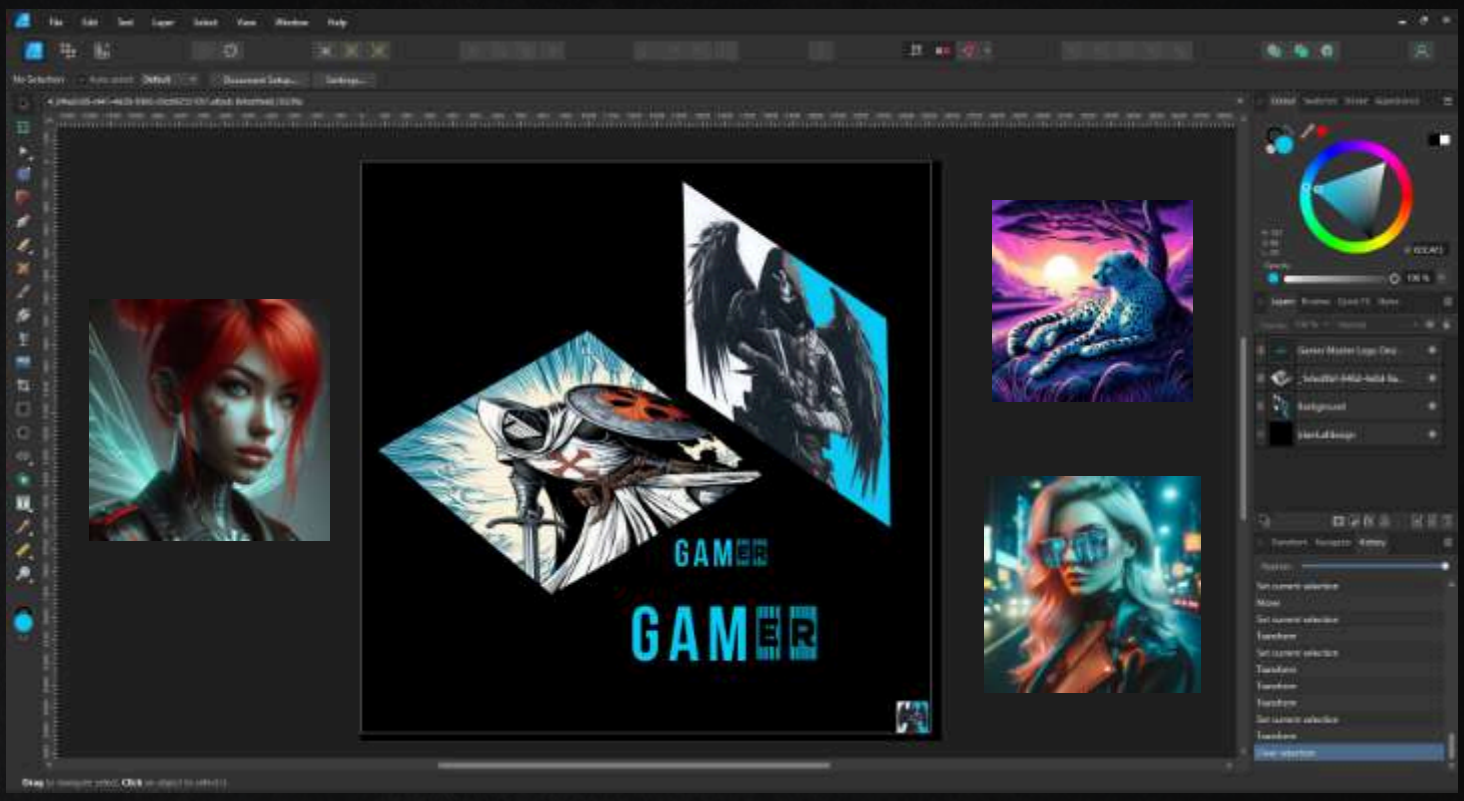
GAMER



Affinity Designer's core functions include vector pen and shape-drawing tools, support for custom vector and raster brushes (including the ability to import Adobe Photoshop (ABR) brushes), dynamic symbols, stroke stabilization, text style management, and vector/pixel export options.

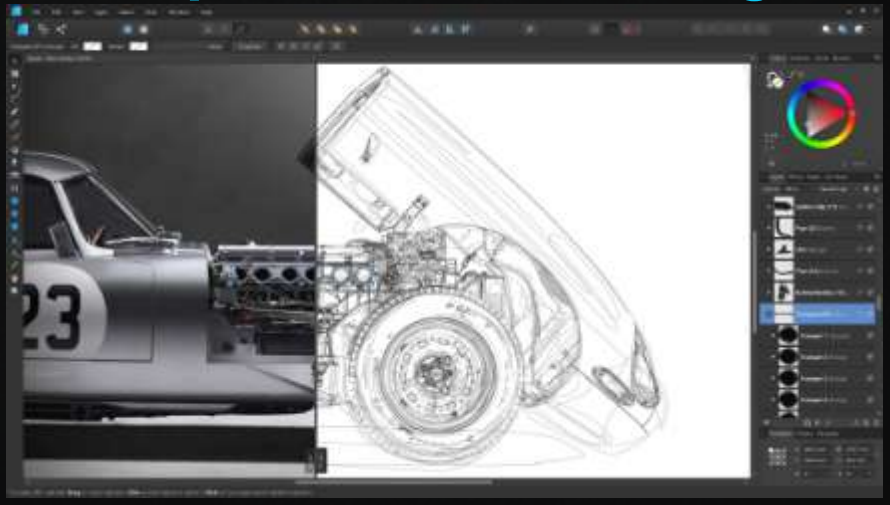
AFFINITY Designer

GAMER



Affinity Designer provides non-destructive editing features across unlimited layers, with pan and zoom at 60fps, and real-time views for effects and transformations.

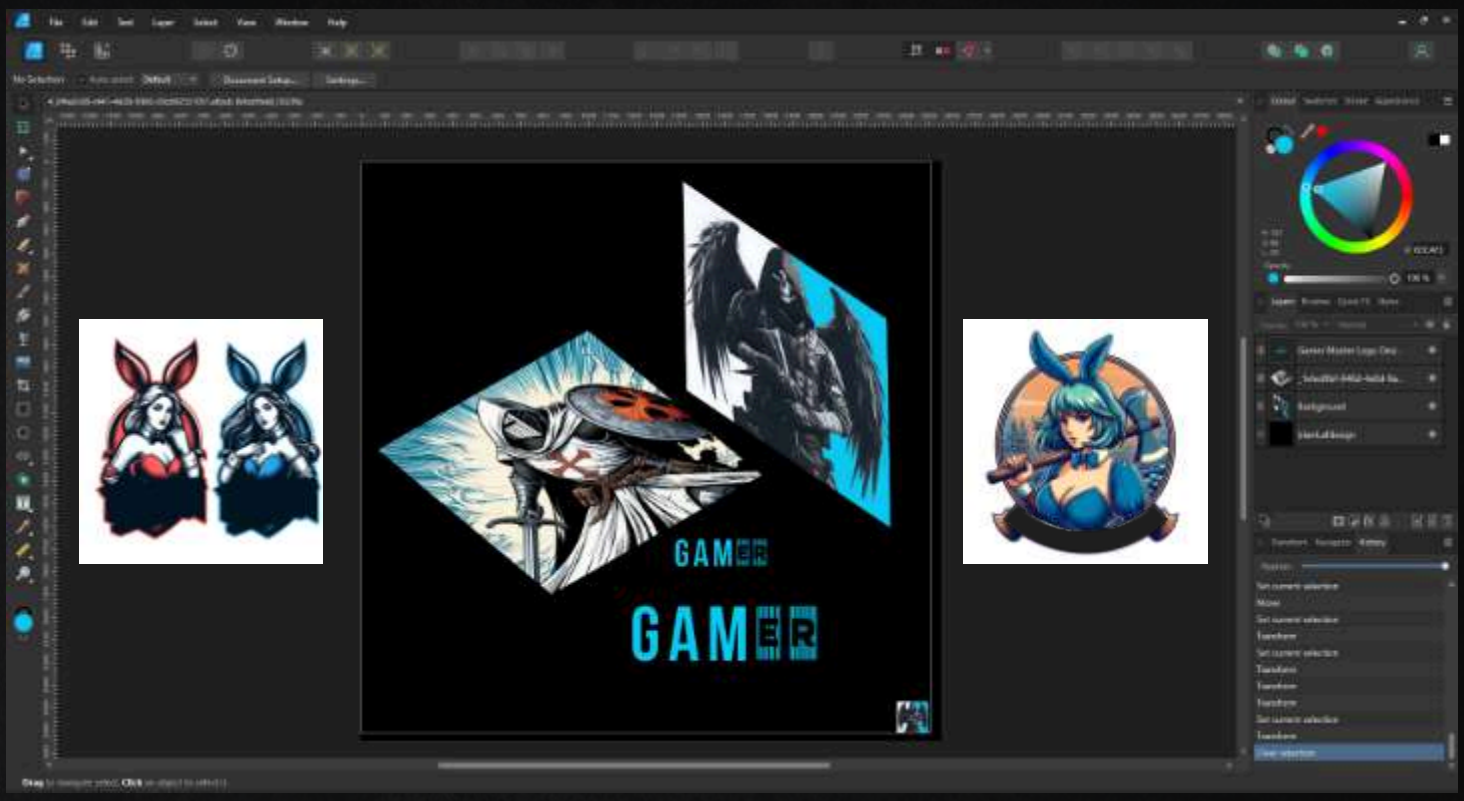
It supports the RGB, RGB Hex, LAB, CMYK and Gray-scale color models, along with PANT ONE color swatches and an end-to-end CMYK workflow with ICC color management, and 16-bit per channel editing.



AFFINITY Designer

AFFINITY Designer

GAMER



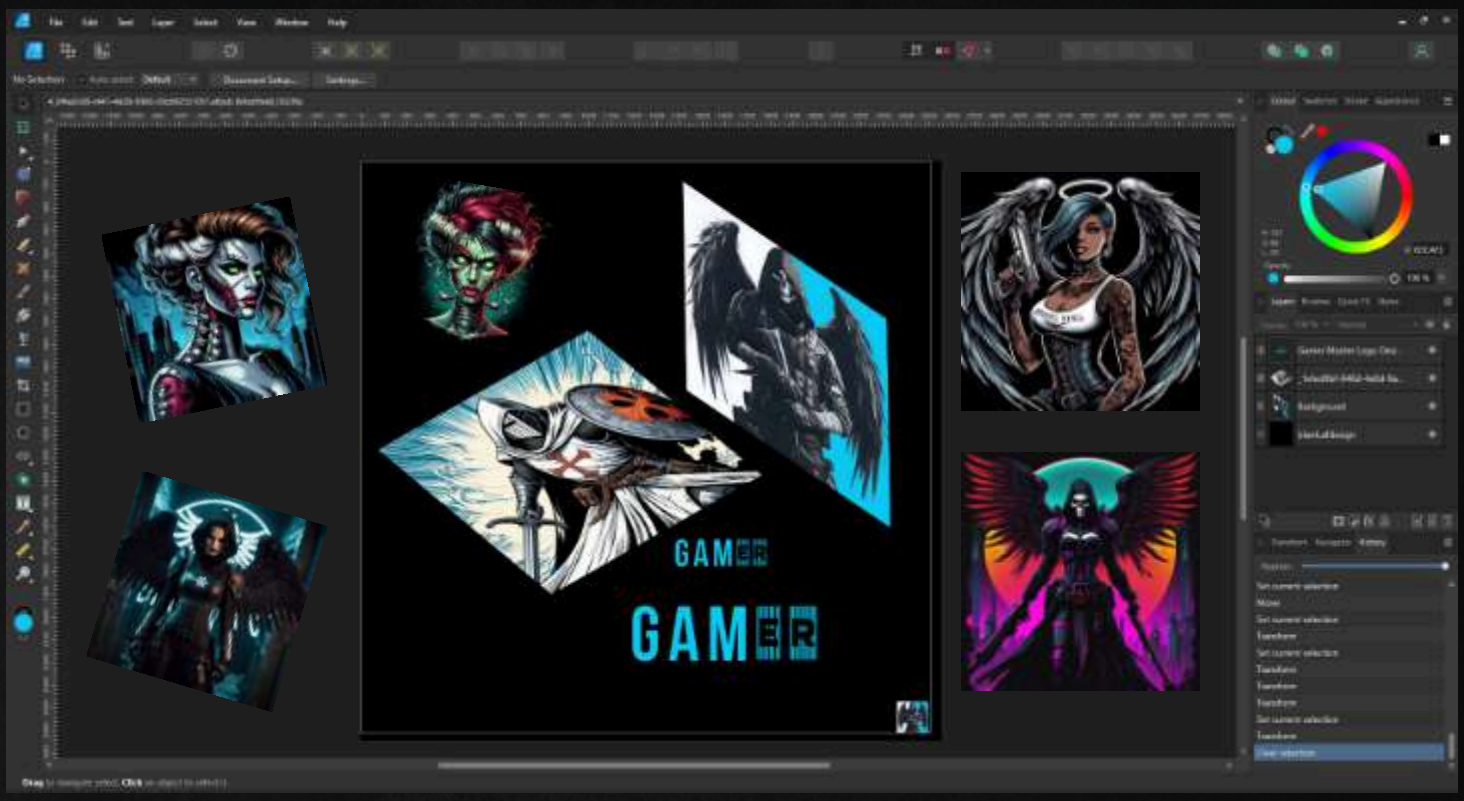
The first version was released in October 2014, making it the first of the Affinity apps to be released by Serif.

At that time, Serif's vector graphics application for Windows was Draw-Plus; however, following the release of Affinity Designer for Windows, this product has now been discontinued.

AFFINITY Designer

AFFINITY Designer

GAMER



Affinity Designer Version 2.

In November 2022, Serif launched the second major version of Affinity Designer, incorporating shape builder and knife tools, vector warping, and an x-ray view.

Affinity Designer was received generally positive reviews.

This Gamer Magazine is created with Affinity Photo/ Affinity Desk Top Publisher and Affinity Designer.

I have been using Affinity Photo/Affinity Desk Top Publisher and Affinity Designer since 2015.

And started using Affinity Photo2/Affinity Desk Top Publisher2 and Affinity Designer2 since 2022.

AFFINITY Designer

CRYSIS

GAMER

Crysis is a first-person shooter video game series created by Crytek.

Crysis is a first-person shooter video game developed by Crytek and published by Electronic Arts for Microsoft Windows and released in November 2007.

It is the first game in the Crysis series

The series revolves around a group of military protagonists with "nanosuits", technologically advanced suits of armor that give them enhanced physical strength, speed, defense, and cloaking abilities.

The protagonists face off against hostile North Korean soldiers, heavily armed mercenaries, and a race of technologically advanced aliens known as the Ceph, who arrived on Earth millions of years ago and have recently been awakened.

CRYSIS

CRYSIS

CRYSIS

GAMER

The game is based in a future where a massive, ancient alien-built structure has been discovered buried inside a mountain in the fictional Lingshan Islands, near the coast of the east Philippines.

The single-player campaign has the player assume the role of U.S. Army Delta Force soldier Jake Dunn, referred to in-game by his callsign, Nomad.

Nomad is armed with various futuristic weapons and equipment, most notably a "Nanosuit" which was inspired by the real-life military concept of Future Force Warrior.

In Crysis, the player fights both North Korean and extraterrestrial enemies in various environments on and around the island.

CRYSIS

CRYSIS

CRYSIS

GAMER

A remastered version of the game titled Crysis Remastered was released for Microsoft Windows, PlayStation 4, Xbox One and Nintendo Switch in 2020 and also bundled as part of the Crysis Remastered Trilogy compilation.

The player is also capable of selecting various modes in Nomad's military "Nanosuit" which draw power from the suit's energy.

When the suit's energy is depleted, no modes can be used and the player is more vulnerable to damage before the suit recharges.

CRYSIS

CRYSIS

GAMER

In Selected modes

Armor mode can deflect damage and recharges the suit's energy faster.

Strength mode allows stronger hand-to-hand combat, the ability to throw objects and enemies with deadly force, higher jumps, steadier aiming and reduced weapon recoil.

Speed mode increases running and swimming speed, as well as other forms of motion such as reloading weapons.

Cloak mode which renders Nomad almost completely invisible and suppresses movement noise.

CRYSIS

CRYSIS

GAMER

The suit's integral face mask has its own HUD, displaying typical data including a tactical map, health, current energy levels, and weapons information.

The view is electronic in nature, shown in-game through things such as a booting readout and visual distortion during abnormal operation.

A particularly useful utility is the binocular function, which allows the player to zoom in and electronically tag enemies and vehicles from afar, thereby tracking their movement on the tactical display.

CRYSIS

GAMER

The player can engage enemies in a variety of ways; using stealth or aggression, bullets or non-lethal tranquilizers, ranged rifles or short-range weaponry, and so on.

Enemy soldiers employ tactical maneuvers and work as squads.

All soldiers will respond to noise caused by the player, including using signal flares to call for reinforcements.

If the player has not been detected in the area, enemies will exhibit relaxed behavior, but if aware of the player they will draw weapons and become combative.

Crysis generally favorable reviews.

CRYSIS

CRYSIS

CRYSIS

CRYSIS 2

GAMER

Crysis 2 is a first-person shooter video game developed by Crytek, published by Electronic Arts and released in North America, Australia and Europe in March 2011 for Microsoft Windows, PlayStation 3, and Xbox 360.

Officially announced on June 1, 2009, the game is the second main installment of the Crysis series, and a sequel to the 2007 video game Crysis, and its expansion Crysis Warhead.

The player assumes the role of a Force Recon Marine called Alcatraz.

Similar to its predecessor, it provides freedom to customize weaponry and abilities.

CRYSIS 2

CRYSIS 2

CRYSIS 2 GAMER

Crytek wanted to avoid making another game set in a true jungle environment as were in Far Cry and Crysis.

So Crytek went with New York City in Crysis 2 because it has been dubbed an urban jungle.

The urban atmosphere offers new options with relation to progressing and planning attacks.

Players are able to navigate between floors and buildings, as well as a destroyed cityscape.

The player assumes the control of a Force Recon Marine named "Alcatraz", who gains ownership of the Nanosuit 2.0 from Army Delta Force officer Laurence "Prophet" Barnes.

Cry-Net Systems has been hunting Prophet to retrieve the suit, inadvertently pursuing Alcatraz, believing he is Prophet.

CRYSIS 2

CRYSIS 2

CRYSIS 2

GAMER

United States Marine Corps Force Recon unit is deployed into New York City to extract former Crynet employee Doctor Nathan Gould, who may have vital information on combating the Ceph, the alien race that is trying to destroy humanity.

However, the Ceph sink the submarine transporting the unit, killing everyone but Force Recon Marine "Alcatraz", who is left mortally wounded.

Delta Force Major Laurence "Prophet" Barnes saves Alcatraz and kills himself to allow his Nanosuit to assimilate and revive Alcatraz.

In a recording, Prophet reveals that he had been infected by the Manhattan virus, and asks Alcatraz to continue his work.

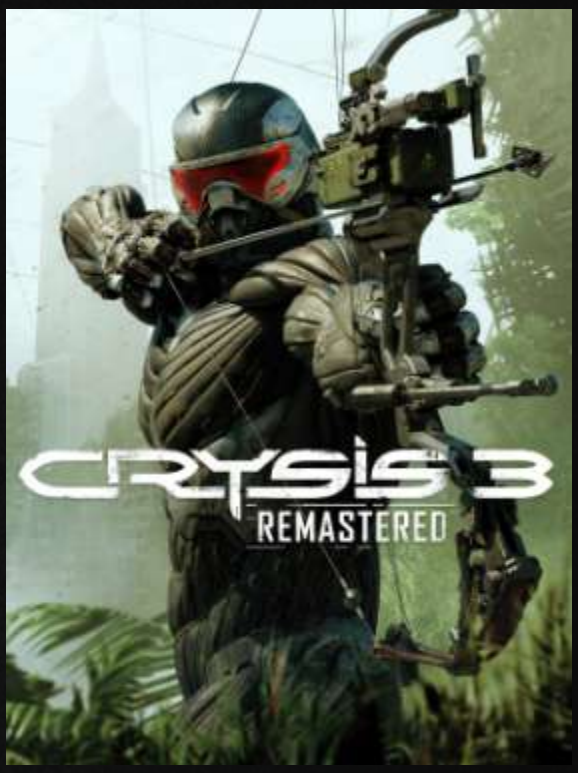
Crysis 2 generally favorable reviews.

CRYSIS 2

CRYSIS 3 GAMER

Crysis 3 is a 2013 first-person shooter video game developed by Crytek and published by Electronic Arts.

It is the third game of the Crysis series, a sequel to the 2011 video game Crysis 2.



The game is set in a post-apocalyptic New York City, in an effort to merge the urban landscape of Crysis 2 and the forest setting of the original Crysis.

The game received positive reviews upon release. Praise was directed at the weapon selection and customization, menus, level design, visuals and multiplayer, while it was criticized for its story,

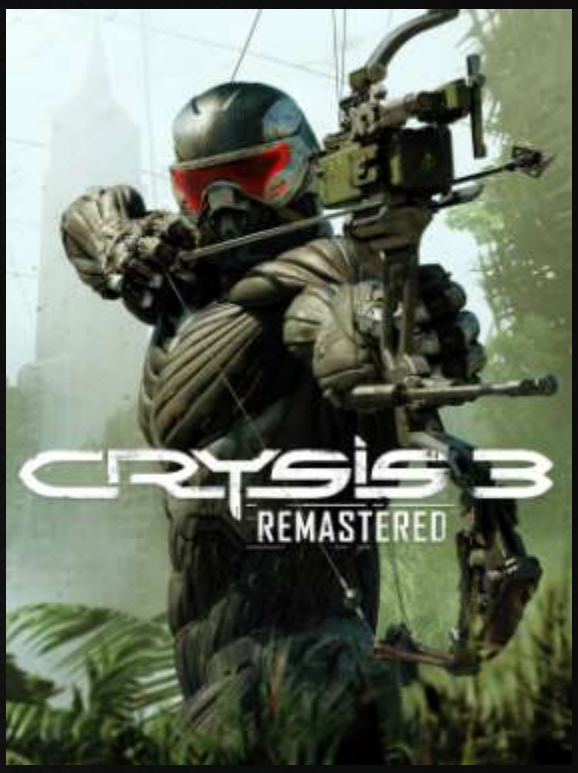
CRYSIS 3

CRYSIS 3

CRYSIS 3 GAMER

With a budget of $66 million, the game sold 205,000 copies in its debut month, and became a commercial failure for Electronic Arts.

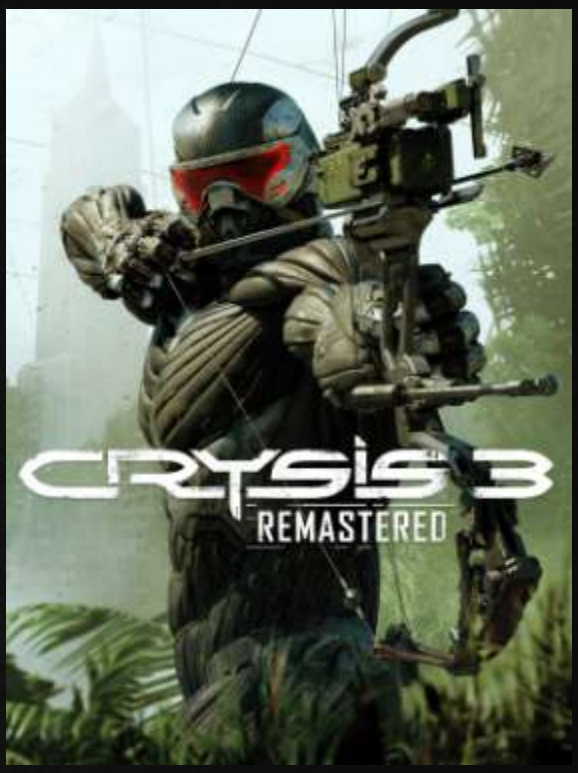
The game was later included in Crysis Trilogy, a compilation released in February 2014.



A remastered version, titled Crysis 3 Remastered and following in the steps of Crysis 2 Remastered, was released in 2021 for Nintendo Switch, PlayStation 4, Windows, and Xbox One. and also bundled as part of the Crysis Remastered Trilogy compilation.

CRYSIS 3

CRYSIS 3 GAMER



Unlike the original Crysis, which gives players more freedom to explore, Crysis 2 was criticized for being too linear.

As a result, in developing the game's campaign, Crytek attempted to integrate the two major aspects of the previous installments, the freedom given in the original Crysis and the linearity of Crysis 2.

Despite not being as open as the first half of Crysis, maps are significantly larger in this game than in previous installments.

Crysis 3 has received generally positive reviews.

The visuals and graphics of the game were widely praised by reviewers.

Many reviewers considered Crysis 3 was an evolution of the series instead of a groundbreaking revolution.

CRYSIS 3

Champions of Norrath

GAMER

Champions of Norrath: Realms of EverQuest is an action role-playing video game for the PlayStation 2, set in the EverQuest universe.

The game is playable with one single player or cooperative for up to four players, but with a Network Adapter, players can take the game online with others and kill others or join to form groups of adventurers.

It uses a re-worked and expanded Baldur's Gate: Dark Alliance game engine.

A sequel called Champions: Return to Arms was released in February 2005.

Champions of Norrath

GAMER

Champions of Norrath features a traditional role-playing video game story line, in which the player acts as a hero who must save the world.

Champions of Norrath begins with a quest to assist the elves in their war against the orcs, who have formed an alliance with goblins.

The game takes place in the focal world of the EverQuest universe known as Norrath, prior to the events of the first EverQuest online Role Playing Game.

There are three main antagonists in the story- line:

Pelys, leader of the orcs.

Vanarhost, a vampire in the Underworld who also narrates the entire game

and Innoruuk, the God of Hatred.

Champions of Norrath

GAMER

The game-play is a traditional hack and slash with several additional elements.

During the opening sequence, the player selects a race, appearance, and skills.

From there, the game continues to follow classic Role Playing Game standards, as the player fights monsters, explores forests, towns, godly domains and dungeons, obtains gold to purchase weapons, and so on.

As the player gains experience, he or she will level up and increase character statistics and abilities.

All characters have a series of spells and skills, which can be enhanced via the Ability Tree.

The Ability Tree allows the player flexibility in choosing skills, chiefly because points may be invested in several choices at once. These abilities can increase damage, add new spells, etc.

Champions of Norrath

GAMER

Equipment is often dropped by enemies, though there is a shop to buy items.

Sometimes, the items dropped by enemies are much better than anything for sale in the shop.

Gate Scrolls allow players to warp back to the nearest shop and sell excess inventory.

Save points and portals play a key role in the game play.

First, save-points also double as checkpoints, which may be accessed if a character dies.

The Portals are activated when the player walks near the Portal.

They allow the player to jump to key locations in each region.

Champions of Norrath received favorable reviews.

Hexen: Beyond Heretic

Hexen: Beyond Heretic is a fantasy first-person shooter video game developed by Raven Software and published by id Software distributed through GT Interactive on October 30, 1995.

It is the indirect sequel to 1994's Heretic, and the second game in Raven Software's "Serpent Riders" trilogy, which culminated with Hexen II.

Hexen: Beyond Heretic

Hexen: Beyond Heretic met with highly positive reviews upon release, though the various 1997 console ports were negatively received because of problems with frame rate and controls and the aging of the game itself.

Critical plaudits for the game centered on the non-linear level design and the selection of three playable characters, each offering a distinct game-play experience.

Hexen: Beyond Heretic

The player assumes the role of one such hero.

Throughout the course of his quest, he travels through elemental dungeons, a wilderness region, a mountainside seminary, a large castle, and finally a necropolis, before the final showdown with the Serpent Rider.

Hexen: Beyond Heretic

New to series feature introduced in Hexen is the choice of three character classes.

Players may choose to play as a fighter (Baratus),

a cleric (Parias),

or a mage (Daedolon).

Each character has unique weapons and physical characteristics, lending an additional degree of variety and replay value to the game.

Hexen: Beyond Heretic

The Fighter relies mainly on close-quarters physical attacks with weapons both mundane and magical in nature, and is tougher and faster than the other characters.

The Mage uses an assortment of long-range spells, whose reach is counterbalanced by the fact that he is the most fragile and slowest moving of the classes.

The Cleric arms himself with a combination of both melee and ranged capabilities, being a middle ground of sorts between the other two classes.

Hexen: Beyond Heretic

Hexen is compatible with many Doom source ports; Hexen's features are also compatible with Doom WADs made for source ports regardless of what game they are being played on.

Hexen: Beyond Heretic

Console versions

Hexen was released for the Sega Saturn, PlayStation, and Nintendo 64, all released and distributed by GT Interactive during the first half of 1997.

While presenting several specific differences in their respective translations of the original PC game, all of them constitute essentially the same game with no major changes to level design, plot, or overall delivery.

Hexen: Beyond Heretic

Hexen sets itself apart from other "3D slashers" with its selection of characters and novel approach to level design.

Hexen was one the best First-Person Action games of 1995.

Hexen distinguished by its fantasy setting and the fact that it let you play as either a fighter, priest or mage, each with unique attributes and weapons".

Which set it apart from other games like Doom and Quake.

CLIVE BARKER'S JERICHO GAMER

Clive Barker's Jericho is a horror first-person shooter video game developed by Mercury Steam and Alchemic Productions and published by Code-masters.

It is produced by Clive Barker. The game was released for Microsoft Windows, PlayStation 3 and Xbox 360 in 2007.

Jericho's core game-play consists of leading the game's seven-man team codenamed Jericho, allowing control of all team members by jumping to each character during certain points in the game.

CLIVE BARKER'S

JERICHO

GAMER

In Jericho ancient scriptures dictate a being created by God in His own image before the creation of Adam and Eve.

According to legend this being was abandoned by its own Creator.

This being is called the "Firstborn". God was so disturbed by what He created that He banished it into the Abyss.

God then started a new and went on to create humankind, giving the species two sexes, feelings, and love.

CLIVE BARKER'S

JERICHO

GAMER

The Firstborn were too powerful for even God to keep from breaking into the mortal world.

They would make seven attempts to escape, each time taking back a piece of the earth to add to its domain and each time sent back to the Abyss.

The Department of Occult Warfare was created in the 1930s to combat the supernatural and unexplained.

Another purpose was to meet Nazi Germany's own research into the paranormal.

CLIVE BARKER'S

JERICHO

GAMER

The Jericho Squad is sent to Al-Khali to prevent Leach from opening the breach and unleashing the Firstborn upon mankind once again.

Clive Barker's Jericho received "mixed" reviews on average.

侍ブレード BUSHIDO BLADE

GAMER

Bushidō Burēdo is a 3D fighting video game developed by Lightweight and published by Square and Sony Computer Entertainment for the PlayStation.

The game features one-on-one armed combat. Its name refers to the Japanese warrior code of honor bushidō.

Upon its release, the realistic fighting engine in Bushido Blade was seen as innovative, particularly the game's unique Body Damage System.

BUSHIDO BLADE

GAMER

The bulk of the game-play in Bushido Blade revolves around one-on-one third-person battles between two opponents.

Unlike most fighting games, however, no time limit or health gauge is present during combat.

Most hits will cause instant death, while traditional fighting games require many hits to deplete an opponent's health gauge.

BUSHIDO BLADE

GAMER

It is possible to wound an opponent without killing them. With the game's "Body Damage System," opponents are able to physically disable each other in increments with hits from an equipped weapon, slowing their attacking and running speed, or crippling their legs, forcing them to crawl.

侍ブレード BUSHIDO BLADE

GAMER

The game features eight weapons to choose from in many of its modes: katana, nodachi, long sword, saber, broadsword, naginata, rapier, and sledgehammer.

Except the European weapons, which are noticeably shorter than historical counterparts, each weapon has a realistic weight and length.

Bushido Blade takes place during the modern era.

Bushido Blade was critically well received, primarily for the innovation of its combat system.

THE GOONIES

GAMER

The Goonies is a 1985 American adventure comedy film directed and co-produced by Richard Donner from a screenplay by Chris Columbus based on a story by Steven Spielberg.

In the film, a group of kids who live in the "Goon Docks" neighborhood of Astoria, Oregon, attempt to save their homes from foreclosure and, in doing so, they discover an old treasure map that takes them on an adventure to unearth the long-lost fortune of One-Eyed Willy, a legendary 17th-century pirate.

During the adventure, they are pursued by a family of criminals who want the treasure for themselves.

The film grossed $125 million worldwide on a budget of $19 million and has since become a cult film.

The Goonies received Critical response.

The Goonies is a Great Movie to watch.

StarRay GAMER

StarRay is a video game developed by Hidden Treasures and published by Logotron in 1988.

StarRay is an update on the concept of 1981 arcade game Defender, with faster game-play and more detailed graphics and sound.

The game was published in 1989 by Epyx as Revenge of Defender for the American market.

StarRay was a great Defender game that was fun to play.

PHANTOM BLADE ZERO

GAMER

Preview

Phantom Blade Zero is an action role-playing game role game.

Seems to look a bit like games like Ghost of Tsushima and Sekiro: Shadows Die Twice.

The player plays as a character called Soul, is an assassin who is framed for the murder.

PHANTOM BLADE ZERO

PHANTOM BLADE ZERO

GAMER

Preview

The game looks dark and bleak in its visual aesthetic and combined with its hyper-fast hack-and-slash action makes Phantom Blade Zero absolutely worth keeping an eye on.

Phantom Blade Zero Will be released on the PlayStation 5 and PC.

PHANTOM BLADE ZERO

DARK AND DARKER GAMER

Dark and Darker is a first-person hybrid between a dungeon crawler and a role-playing game, with a dark medieval fantasy setting.

The game blends elements from role-playing systems such as Dungeons & Dragons.

Players can select one of eight character classes (fighter, barbarian, rogue, ranger, wizard, cleric, bard and warlock).

DARK AND DARKER GAMER

The game features player versus player versus environment) game play, where players engage in combat against monsters to obtain valuable items, all while remaining vigilant against potential threats from other players.

The playable area gradually shrinks as the match progresses, forcing players to converge into encounters with each other.

Surviving a match allows players to extract loot for future matches.

Dark and Darker GAMER

Dark and Darker has returned to Steam after a year away from the platform due to a legal battle, and now it is marketing itself as a free to play game.

However, players have been disappointed to discover that this free to play option is more of a demo, with almost all of the game being locked behind a $30 paywall.

However, once you boot up the free to play version of Dark and Darker it quickly becomes apparent that you'd only ever want to play this free option for an hour or two before giving up.

The biggest issue isn't the restricted content, with harder levels and some classes being locked, but the fact that you can't take any rare items into a run with you.

DARK AND DARKER GAMER

This means you can only ever use the most basic gear, and with a large portion of the game being about finding better loot to make your character stronger,

it makes it largely pointless to play.

What makes things worse is that this gear restriction is not mentioned on the Steam page.

ALIEN BREED 3D

GAMER

Alien Breed 3D is a first-person shooter, the fourth game in Team17's Alien Breed franchise, a series of science fiction-themed shooters.

It was published in 1995 by Ocean Software.

Alien Breed 3D is a first-person shooter.

It was followed by a sequel, Alien Breed 3D II: The Killing Grounds, in 1996.

Alien Breed 3D was released to critical acclaim among the Amiga gaming press. Reviewers widely compared its game-play to Doom, with some calling it the best Doom clone for Amiga.

GAMER

Alien Breed 3D inspired other developers to attempt their own Doom clone for the Amiga.

Alien Breed 3D reappeared as one of the 25 games compiled for the A500 Mini console, released in 2022.

It was also remade by a fan in 2021 as Project Osiris, which uses the GZDoom engine

ALIEN BREED

STARSHIP TROOPERS EXTERMINATION

GAMER

Preview

Starship Troopers: Extermination is a first-person sci-fi action shooter, part of the larger Starship Troopers franchise and developed and published by Off world Industries.

STARSHIP TROOPERS EXTERMINATION

GAMER

Preview

Starship Troopers: Extermination game draws from elements found in the original 1997 Starship Troopers film and takes place thirty years after it.

STARSHIP TROOPERS EXTERMINATION

GAMER

Preview

The game features cooperative (co-op) game play, in which players assume the role of a Trooper.

There are three Trooper classes: Assault, Support, and Defense.

STARSHIP TROOPERS EXTERMINATION

GAMER

Preview

Meanwhile, there are five types of "Bugs", or aliens: Drone, Warrior, Gunner, Plasma Grenadier and Tiger Elite.

STARSHIP TROOPERS EXTERMINATION

GAMER

Preview

There is also a ping system similar to the ones included in Titanfall and Halo Infinite, to assist with player-to-player communication in-game.

STARSHIP TROOPERS EXTERMINATION

GAMER

Preview

Each match will see the players deploy on multiple planets like Valaka and Agni-Prime from a dropship, with a task to explore it.

STARSHIP TROOPERS EXTERMINATION

GAMER

Preview

Players will need to complete missions and gather resources with the goal of creating a base defend-able from the Bugs. Ultimately, the players will attempt to reach the extraction point.

JAMES POND

GAMER

James Pond: Underwater Agent is a 1990 platform video game that was developed by British video game developer Millennium Interactive and published by Millennium Interactive and Electronic Arts for the Amiga, Atari ST, Acorn Archimedes, and Sega Genesis.

It was the first in the James Pond series of games.

A nefarious super-villain named Doctor Maybe has overtaken the ruthless mega-corporation Acme Oil Company, and is not only filling the oceans with radiation and toxic waste but even threatening all the world from his underwater lair.

JAMES POND

GAMER

The protagonist of the story and player character of the game is an intelligent, mutated anthropomorphic mud-skipper who is given the name "James Pond" (after the legendary spy James Bond) and hired by the British Secret Service to protect the seas and take out the bad guys in underwater areas.

He is also suave enough to seduce numerous attractive mermaids, some of whom act as double agents as is common with James Bond's love interests.

James Pond received mixed but mostly positive reviews.

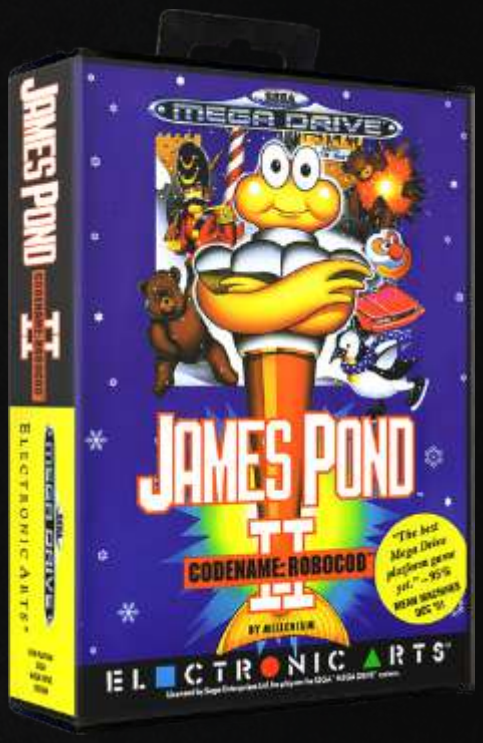
James Pond
CODENAME
ROBOCOD

GAMER

James Pond 2: Code-name: RoboCod is a 1991 platform video game.

It was developed by the same British teams as the original.

James Pond 2 was originally released on the Amiga, Atari ST and Sega Genesis in 1991 by three different publishers.



It was next ported to Amiga AGA, Amiga CD32, Game Gear, Commodore 64, Master System, PC, Acorn Archimedes, Game Boy and SNES.

It was later redeveloped and released as a budget title for the Game Boy Advance, Nintendo DS, PlayStation, PlayStation 2, as a download on the PlayStation Portable and PlayStation 3 via the PlayStation Network store and the Nintendo Switch.

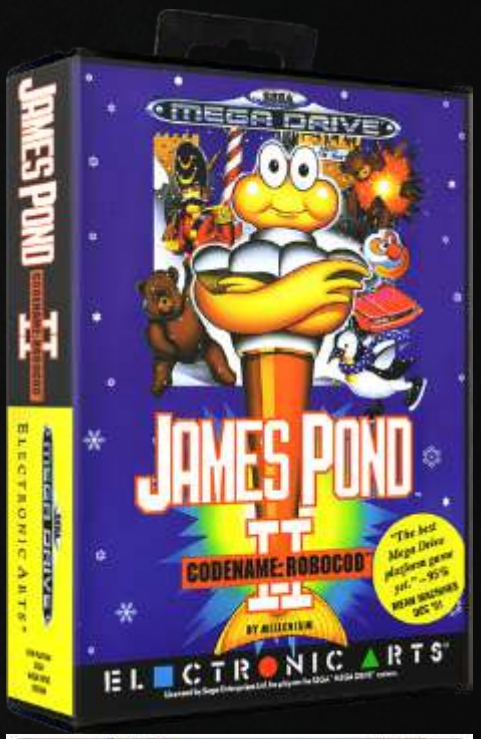
The game takes place immediately after its predecessor.

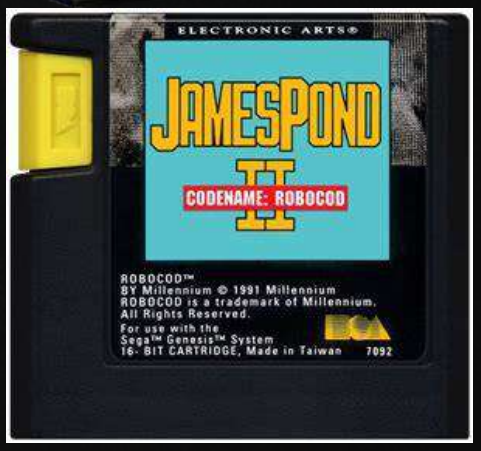
JAMES POND
CODENAME
ROBOCOD

James Pond CODENAME ROBOCOD

GAMER

Although Acme Oil Company has been destroyed by James Pond, his arch enemy Dr. Maybe survived and has retreated to the North Pole where he has taken over Santa's workshop.





James Pond 2 Code-name RoboCod is polished and a highly playable platform game.

James pond 2 Code-name RoboCod is one of my favorite platform games of all time and considered a classic by most gamers.

JAMES POND CODENAME ROBOCOD

DOOM THE DARK AGES

GAMER

Preview

Doom: The Dark Ages puts players behind the visor of the mighty Slayer as they battle demonic hordes.

The game is a single-player action First Person Shooter that serves as an origin story for the Doom Slayer's rage, set in a dark medieval-inspired fantasy world.

Doom: The Dark Ages prequel to Doom series coming in 2025.

The Doom Slayer Before he Became a hero he was the super weapon of gods and kings.

DOOM THE DARK AGES

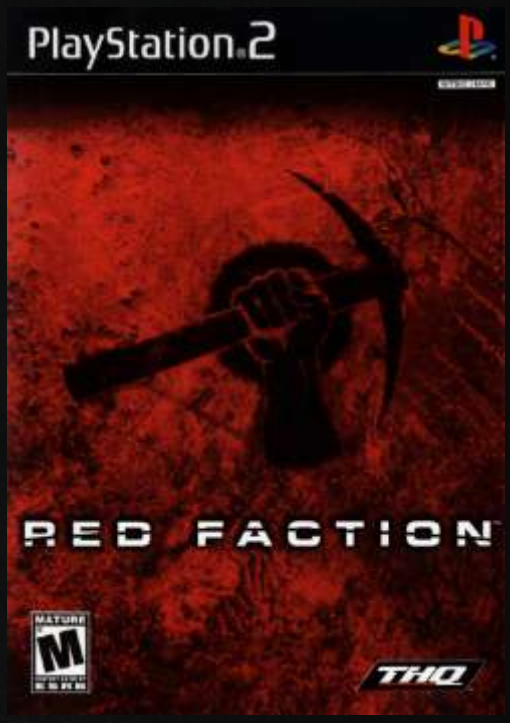
GAMER

Preview

Doom The Dark Ages Looks interesting, playing as the Doom Slayer in a dark medieval world, could be fun.

RED FACTION

GAMER



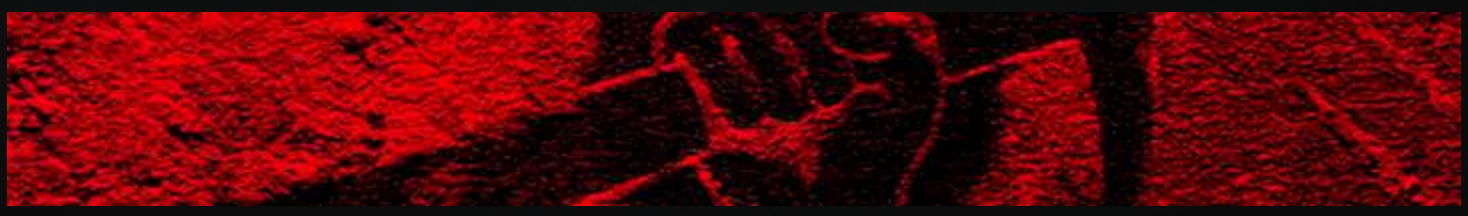
Red Faction is a series of shooter video games developed by Volition and owned by Plaion.

Originating in 2001, the Red Faction games have spanned Microsoft Windows, macOS and consoles, including the PlayStation 2, Game Cube, Xbox, PlayStation 3 and Xbox 360.

The Red Faction series is known for the struggle of the working people (usually miners) of Mars fighting for independence from off world oppressors.

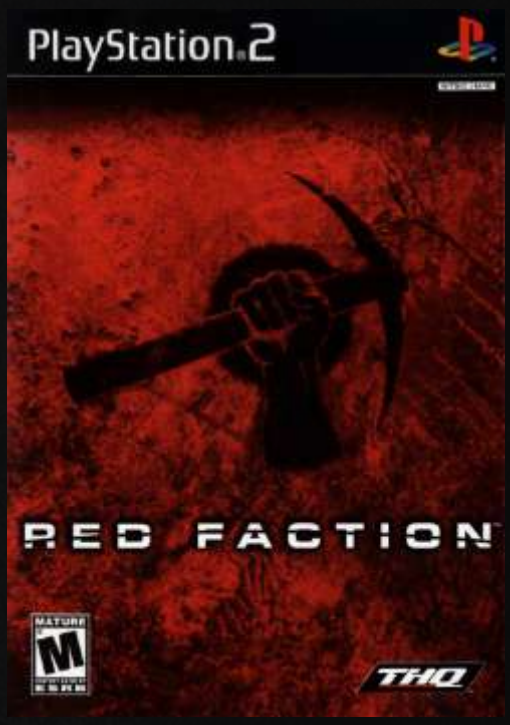
Such as, the foreign corporations that extract their resources/wealth from the planet.

Red Faction is the first game in the Red Faction franchise that was originally released in mid-2001 and later re-released for other platforms.



GAMER

RED FACTION



The game takes place on Mars in the year 2075.

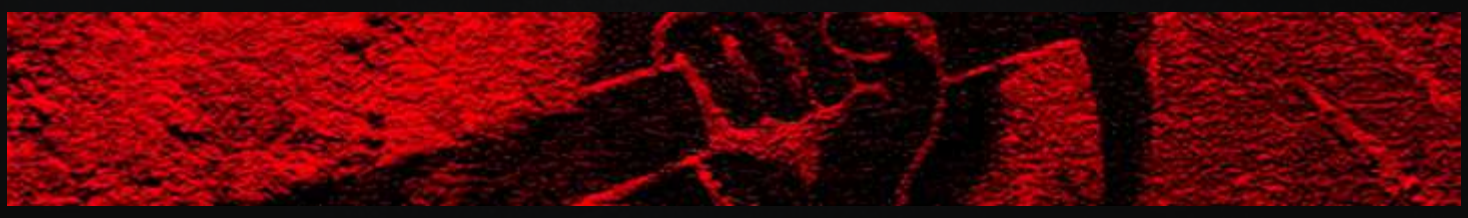
The protagonist, Parker, is a miner who came to Mars seeking a better life away from Earth.

Instead, he finds that the Ultor Corporation abuses the workers and forces them to endure hazardous living conditions.

A plague of an unknown origin sweeps through the colony, but Ultor does nothing to halt its propagation or to provide for the sick, prompting an uprising from the miners.

Red Faction received positive reviews.

RED FACTION



RED FACTION II

GAMER

Red Faction II is the sequel to Red Faction.

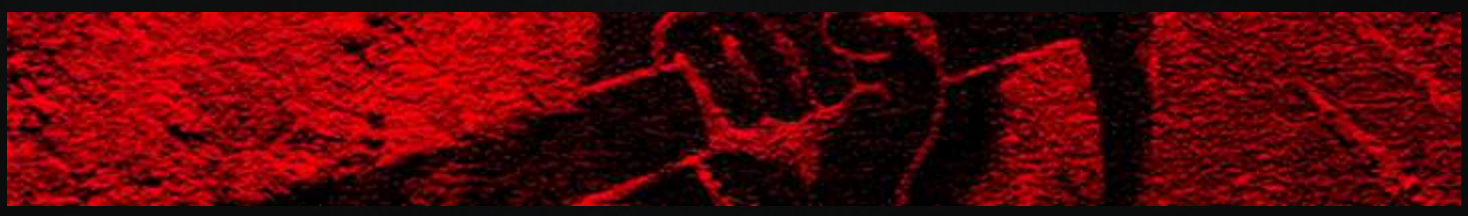
The game was released in October 2002 for the PlayStation 2, and early 2003 for other platforms.

Red Faction II is an earth-based FPS that mostly deviated from the story set in Red Faction.

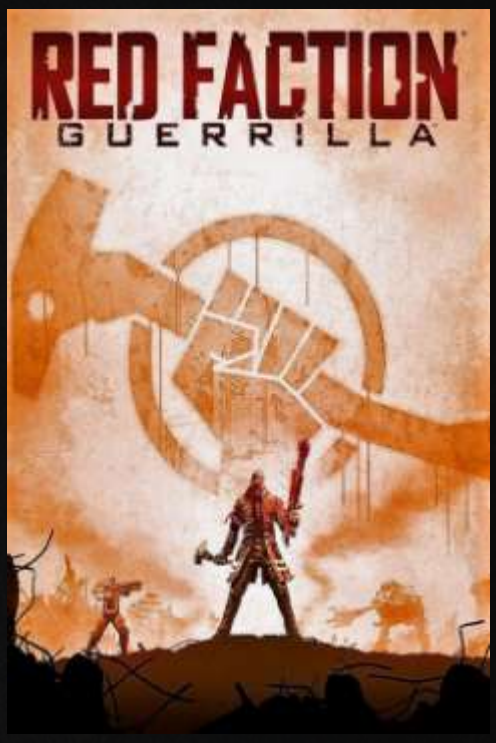
Taking place on Earth in the year 2080, the protagonist, Alias, is a genetically enhanced super soldier formerly employed by the Ultor Corporation.

Nanotechnology developed by Dr. Capek has fallen into the hands of the Earth Defense Force who is now associated with Ultor and many other terrorist groups.

Red Faction 2 received positive reviews.



RED FACTION GUERRILLA GAMER



Red Faction: Guerrilla is the third installment of the Red Faction franchise.

The game assumes a third-person point of view and an open world to play in.

The game was released on some platforms on June 2, 2009, seven years after its predecessor and featured a vastly different game-play system.

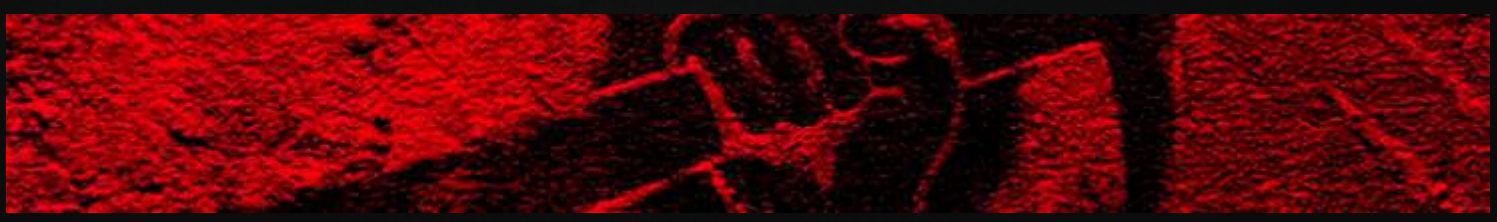
Red Faction: Guerrilla takes place in 2125.

The Earth Defense Force, the allies in the original "Red Faction", have become the main antagonist of Guerrilla.

Red Faction: Guerrilla is a third-person shooter game set in an open world environment.

The player takes the role of Alec Mason as he assists the Red Faction to overthrow the oppressive Earth Defense Force on Mars.

Red Faction Guerrilla received positive reviews.



RED FACTION ARMAGEDDON

GAMER

Red Faction: Armageddon is a third-person shooter video game developed by Volition and published by THQ.

It is the fourth and final installment in the Red Faction series, and was released for Microsoft Windows, PlayStation 3 and Xbox 360.

Critics liked the new weaponry, but were puzzled at the change from an open world game to a linear shooter.

Poor sales resulted in THQ's decision to stop releasing games in the Red Faction franchise and negatively impacted their financial quarter.

The rights to the series were owned by THQ Nordic, yet they would later be transferred to its sister company Koch Media, which would place it under its Deep Silver label in 2020.

RED FACTION ARMAGEDDON

GAMER

Red Faction: Armageddon is a third-person shooter.

The player takes on the role of Darius Mason, a descendant of Guerrilla's Alec Mason.

The game is set 50 years after the conclusion of Guerrilla.

Most of the game is set in a tunnel complex inhabited by alien creatures.

As in previous games in the franchise, landscape destruction is possible through the "Geo-Mod" feature. In this game, the player can use a device called a Nano Forge to repair structures such as stairs, allowing them to progress through the caves.

Audio logs can be found throughout the complex.

RED FACTION ARMAGEDDON

GAMER

The game begins 5 years after the relocation to the mines in 2175, and follows Darius Mason, grandson of Martian Revolution heroes Alec Mason and Samanya.

A splinter faction of the Marauders led by Adam Hale, attacked and captured a terraformer that controls the weather of Mars.

Red Faction forces, led by Frank Winters along with Darius Mason, made an assault on the terraformer. Unfortunately, Adam, disguised as one of the Red Faction, tricks Darius and destroys the terraformer.

The destruction of the terraformer results in catastrophic weather which forces the entire population underground.

Red Faction Guerrilla received positive reviews.

Velvet Assassin

GAMER

Velvet Assassin is a stealth video game developed by Replay Studios and published by SouthPeak Games.

It was released for Microsoft Windows and Xbox 360 in 2009 and on the Mac App Store in 2013.

Players take control of Violette Summer, a World War II-era British Secret Intelligence Service spy operating deep behind enemy lines, attempting to help thwart the Nazi war effort.

The game's story was inspired by a real-life secret agent/saboteur Violette Szabo.

Players have to hide in the shadows to avoid being detected.

As a stealth-based game, lighting plays an important role.

Velvet Assassin received "mixed" reviews

Velvet Assassin

JAMES POND

UNDERWATER AGENT

When danger threatens in the icy deep, when hope seems lost and the end looks nigh, there's only one fish with the guts to save the day. Now's the time to call James Pond - underwater agent. He's fearless, he's clever, he's Ozone-friendly. James Pond, the fish with a mission (twelve missions, in fact), will take on anything, from retrieving radio-active canisters and plugging the leaks in oil tankers to rescuing doomed lobsters, mermaids and rare orchids from extinction.

Now you can take the part of James Pond in this all-action arcade adventure. With twelve levels and lots of secret areas to explore, brilliant graphics and game design by Chris Sorrell, this sub-sea spectacular is not to be missed!

- 12 momentous missions plus lots of bonus chambers
- choice of weapons or just blow up baddies with bubble-action!
- so many different enemies and pickups you'll wish you had eight tentacles!
- superb graphics, animation and smooth parallax scrolling

Atari screen shots

Atari ST & STE	£24.99
Amiga	£24.99

Send S.A.E. for free catalogue to: Millennium Chancery House 107 St Pauls Road London N12NA

MILLENNIUM

RISE OF THE ROBOTS

Ray-traced graphics

Morphing characters

3D realistic environment

Brawling arcade action

Brace Yourself For a Heavy Metal Brawl!

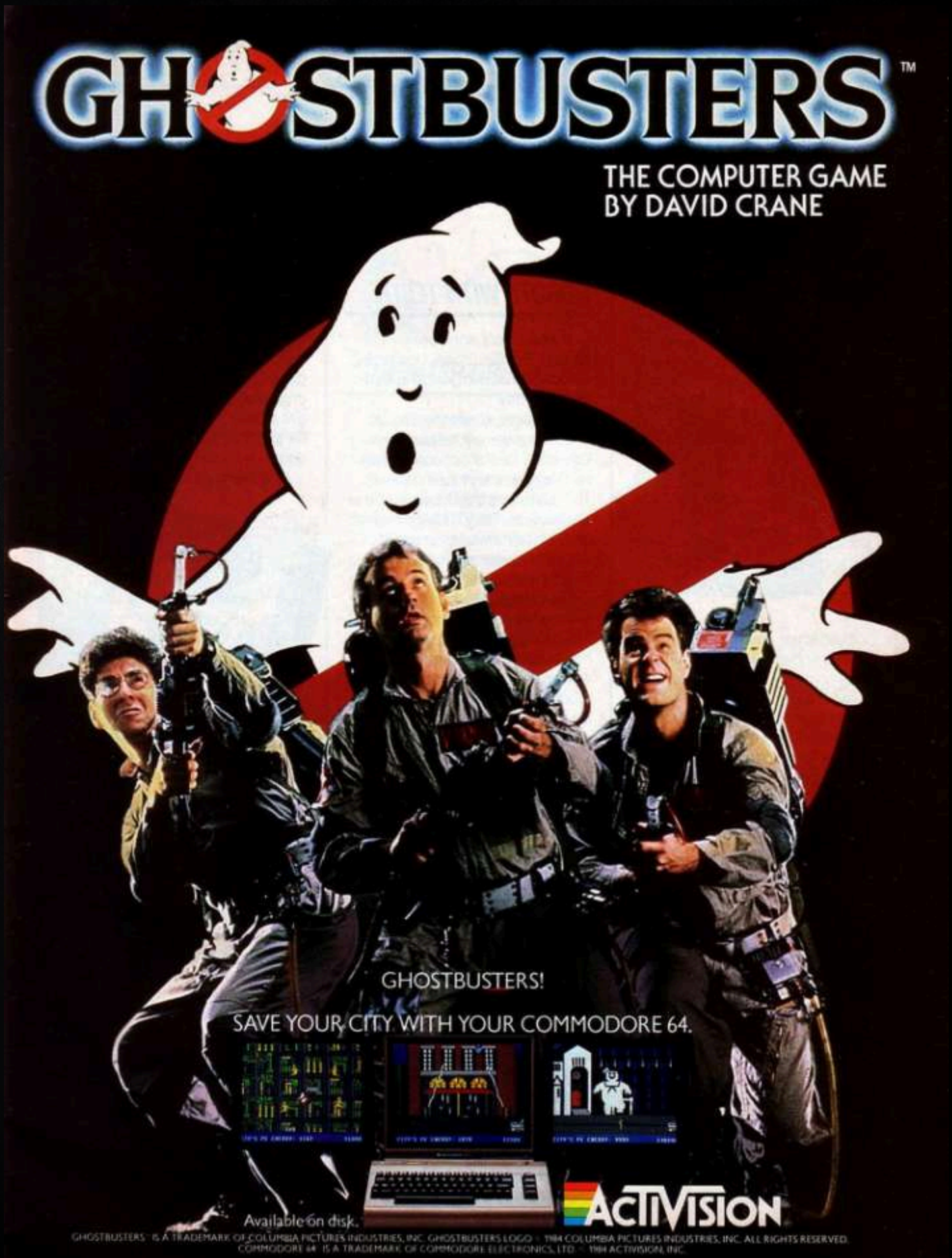
The robotics manufacturing plant called Electrocorp has been taken over by its automated labor force. Infected with a circuitry "ego Virus", the menacing Supervisor droid with its sophisticated artificial intelligence, has masterminded this heavy metal revolt. You, as an experimental cybernetics organism: model number EC035-2 -part human, part machine must stop the elusive morphing Supervisor and her metal crushing henchmen, or feel the life draining pain of cold steel! Your survival skills will be pushed to the limits against advanced artificial intelligence in this fast action thriller!

ART DATA INTERACTIVE

3DO

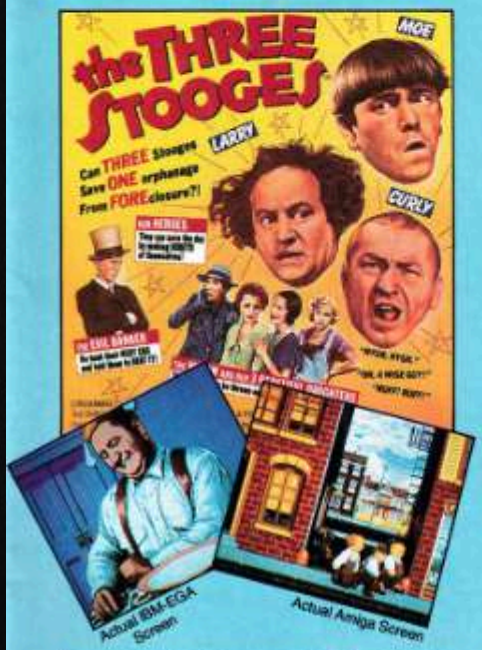
Art Data Interactive is the registered trademark of Art Data Interactive Inc. © 1994 Art Data Interactive Inc.
3DO, the 3DO logo and Interactive Multiplayer are trademarks of The 3DO Company.
Rise Of The Robots © Mirage Technologies Ltd.

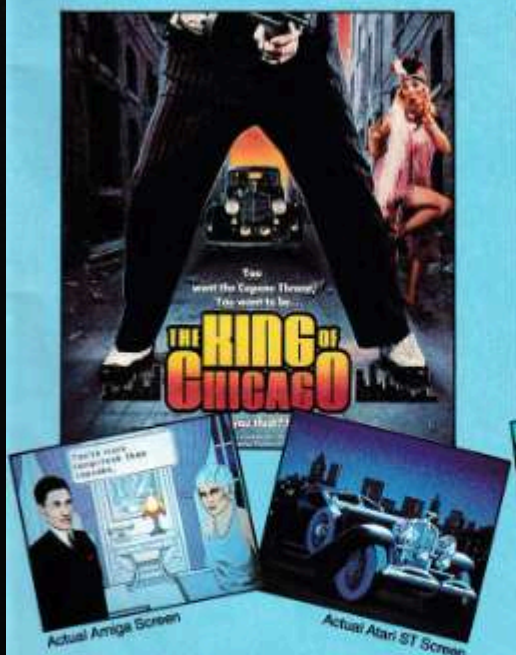
MIRAGE

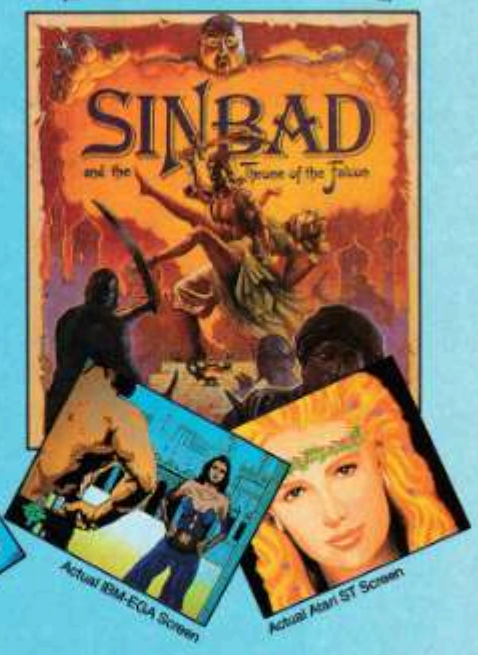

GHOSTBUSTERS™
THE COMPUTER GAME
BY DAVID CRANE
GHOSTBUSTERS!
SAVE YOUR CITY WITH YOUR COMMODORE 64.
Available on disk.
ACTIVISION
GHOSTBUSTERS™ IS A TRADEMARK OF COLUMBIA PICTURES INDUSTRIES, INC. GHOSTBUSTERS LOGO © 1984 COLUMBIA PICTURES INDUSTRIES, INC. ALL RIGHTS RESERVED.
COMMODORE 64™ IS A TRADEMARK OF COMMODORE ELECTRONICS, LTD. © 1984 ACTIVISION, INC.

CINEMAWARE

PRESENTS







NOW PLAYING AT A SOFTWARE DEALER NEAR YOU

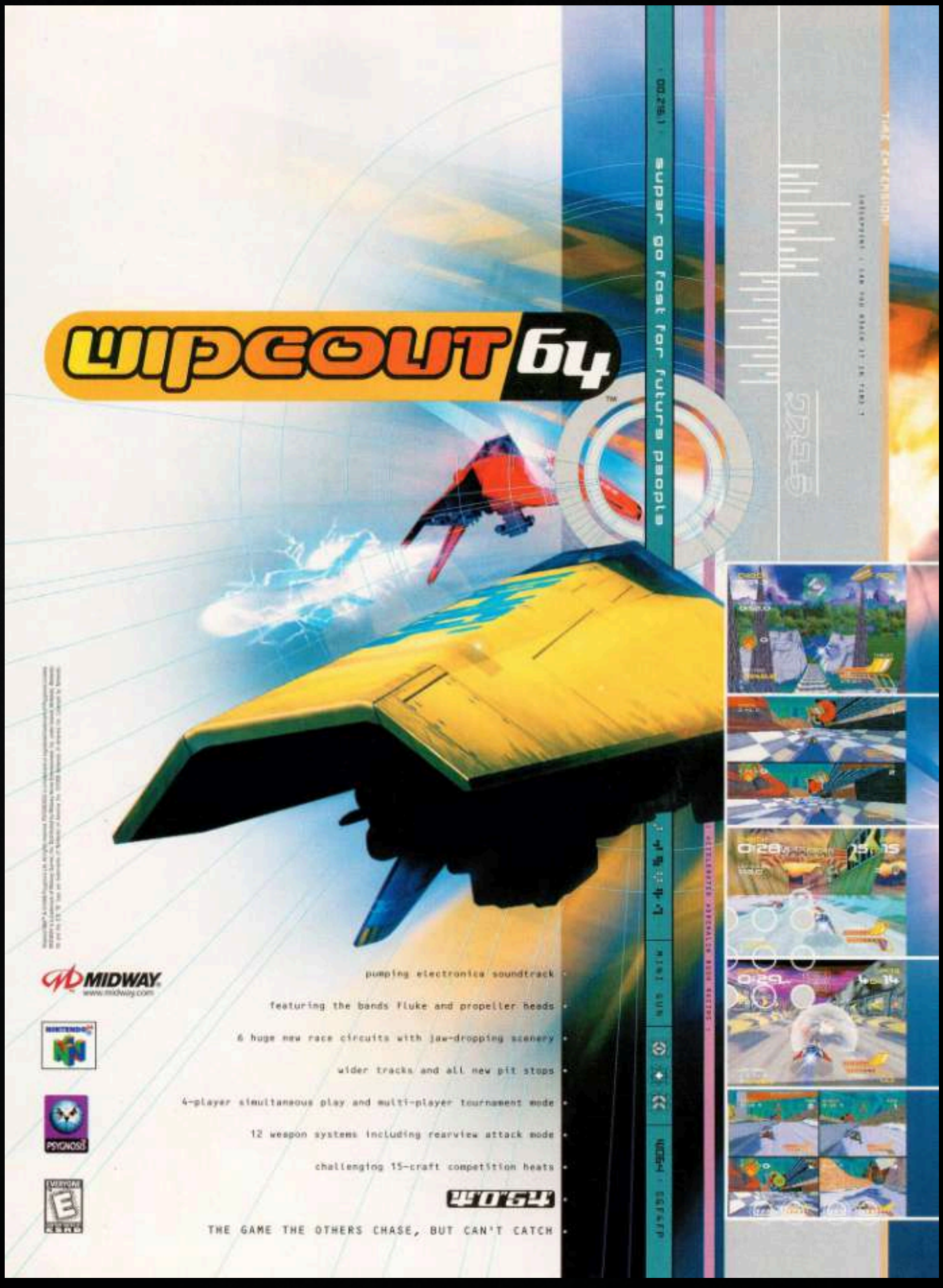
Cinemaware Corporation, 4165 Thousand Oaks Blvd., Westlake Village, Ca. 91362 Tel: (805) 495-6515

Available for Amiga, Atari ST, Apple IIgs, IBM PC and Commodore 64, which are trademarks respectively of Commodore-Amiga, Atari Inc., Apple Computer, Inc., International Business Machines and Commodore Electronics, Ltd. Not all products are available for all formats.

CIRCLE #106 ON READER SERVICE CARD.

STREET FIGHTER 2 COLLECTION
THE REAL FIGHTERS
THE ORIGINAL REVOLUTION
STREET FIGHTER II: THE WORLD WARRIOR
The flagship arcade fighter that created a generation of fans
STREET FIGHTER II: TURBO HYPER FIGHTING
Introduced faster game speed and airborne special attacks
STREET FIGHTER II: CHAMPION EDITION
Introduced the ability to play as M. Bison, Vega, Sagat and Balrog
Now Supports Dual Shock™ Analog Controller!
PlayStation
CAPCOM
GAMEPRO
www.capcom.com

© CAPCOM CO., LTD. 1998 © CAPCOM U.S.A., INC. 1998 ALL RIGHTS RESERVED. STREET FIGHTER is a registered trademark of CAPCOM CO., LTD. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER COLLECTION 2, STREET FIGHTER II: THE WORLD WARRIOR, STREET FIGHTER II: CHAMPION EDITION and STREET FIGHTER II: HYPER FIGHTING are trademarks of CAPCOM CO., LTD. Fighter's Edge ® is a registered trademark of GamePro magazine, the official magazine sponsor of the Fighters Edge promotion. Reproduction of Fighter's Edge name/logo in whole or part without prior written permission by GamePro Magazine is prohibited. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Dual Shock is a trademark of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.


WIPEOUT 64
super go fast for future people
MIDWAY
www.midway.com
pumping electronica soundtrack
featuring the bands Fluke and propeller heads
6 huge new race circuits with jaw-dropping scenery
wider tracks and all new pit stops
4-player simultaneous play and multi-player tournament mode
12 weapon systems including rearview attack mode
challenging 15-craft competition heats
THE GAME THE OTHERS CHASE, BUT CAN'T CATCH

HOW TO MAKE A RED DEVIL SEE RED

with accurate control from Suncom

Beating the game requires positive response and fast accurate control.

That's why beating the game requires Suncom from Consumer Electronics.

A range of 3 quality joysticks all with arcade-style features plus Joy Sensor, the ultimate, with precision, touch-sensitive control.

No stick to move, no resistance to movement.

Together with a range of C.E.L. Adaptor leads, they're compatible to a wide range of machines.

Check them out at your dealer – they're sure fire winners.

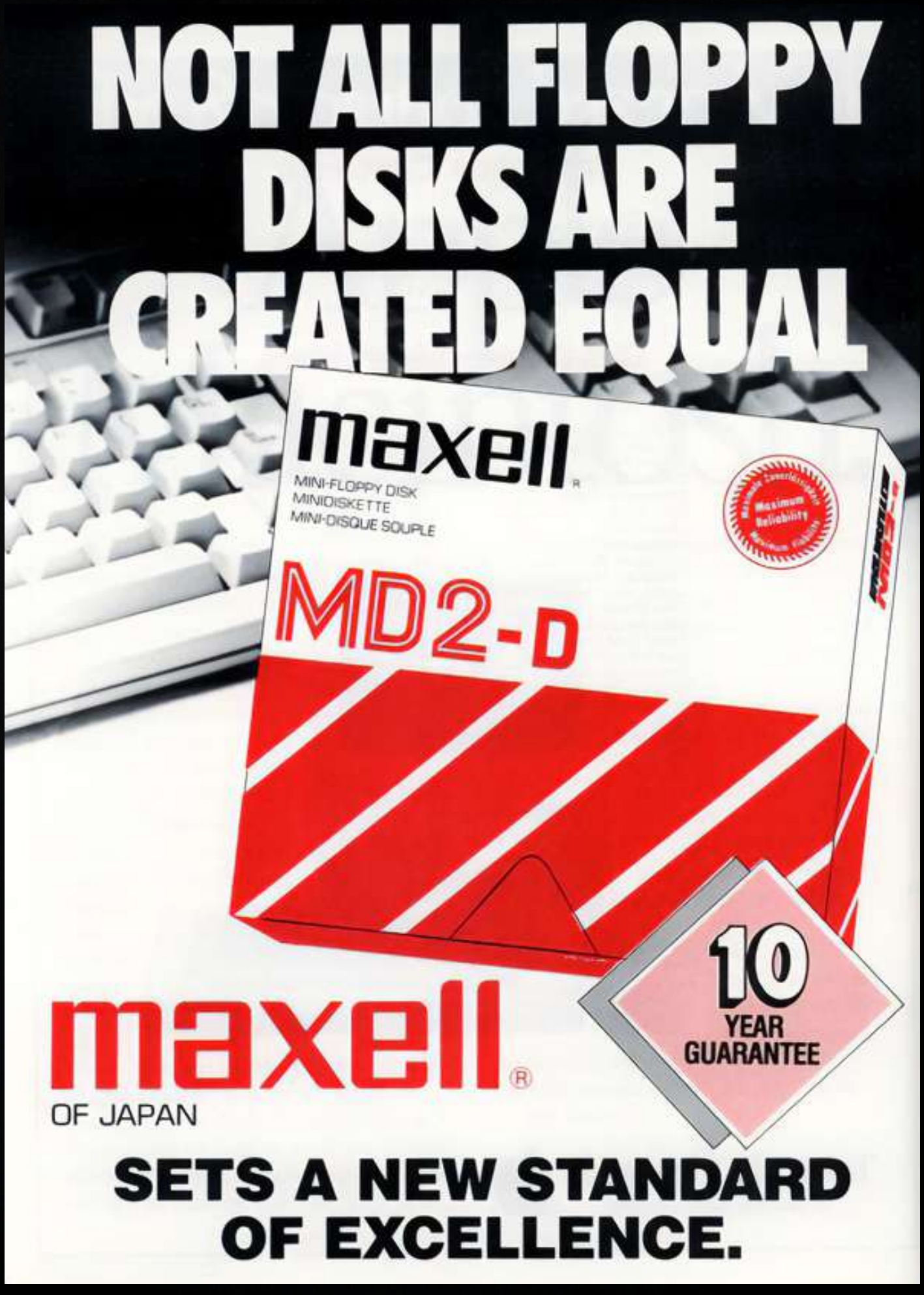
For details of your nearest stockist contact – Consumer Electronics Limited, Failsworth, Manchester M35 0HS. Tel: 061-682 2339.

Compatible with
Atari CX2600 Game System*
Atari Personal Computer Systems*
Commodore 64 & Vic 20 Computers*,
and most other Home Computers
with suitable adaptor.

*These are the registered Trade Marks of the individual companies concerned

Suncom
from Consumer Electronics

Range available from most branches of John Lewis Partnership, Spectrum and most good computer shops.
Slik Stik is available from all branches of Argos and selected Woolworth stores


NOT ALL FLOPPY DISKS ARE CREATED EQUAL
maxell
MINI-FLOPPY DISK
MINIDISKETTE
MINI-DISQUE SOUPLE
Maximum Reliability
MD2-D
10 YEAR GUARANTEE
maxell
OF JAPAN
SETS A NEW STANDARD OF EXCELLENCE.